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(57) **ABSTRACT**

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The present disclosure provides various novel concepts to a video game environment. Video game environments that include a method for controlling the quantity of raw materials in and between games, where player characters invent items by creating blueprints that are registered to a virtual patent office and used by other player characters, that include methods for digital rights management, that include a method for providing inter and intra game exchanges between games, and that provide for the Initial Public Offering of game environments on an Inter Game Environment exchange are described.

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